Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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We Service What We Sell 3/97

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Fort Worth, Texas 76102

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Cat. No. 60-2677

Care and feeding instructions for your pet.

Data-Cat

RadioShack®

DATA-CAT

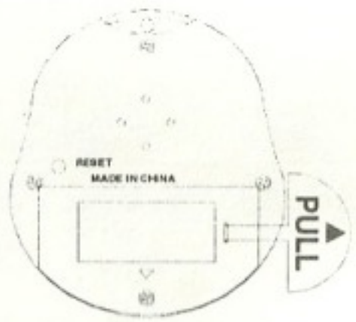
Your Data-Cat is a pet you can call your very own. Watch your cat grow as you feed it and play with it. And, be sure to clean up after it to keep it healthy!

As you care for it, your cat grows up healthy and happy. But, if you neglect it, the cat becomes sick and unhappy, and might even die.

When your cat dies (either from sickness or old age), you can reset it to start all over with a brand new cat.

REMOVING THE INSULATION SLIP

Before your cat can be born, you must remove the plastic slip from the battery compartment. Grasp the slip and gently pull it out.



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INTRODUCING ... YOUR CAT

Your new-born cat jumps up and down in its basket. Then the cat plays in the garden and goes about its daily routine.

Just like a real cat, Data-Cat needs attention every day. You must feed, clean, play with, and discipline the cat, and you must give the cat a dark place to sleep. Some of the Data-Cat's activities happen at about the same time each day.

When the cat needs something, it "meows" to alert you. Try to figure out what it needs. For example, if the cat is hungry, feed it. If the cat is lonely, play with it. If the cat leaves a mess, clean up after it.

Sometimes, the cat might shake its head no and refuse to do something. If the cat wants to sleep, it will shake its head "no" if you try to play with it.

The cat dies if it gets too sick or gets too old. When the cat gets too old, it says "Good Bye." See "Bringing A New Cat Home" on Page 10.

SETTING THE CLOCK

As soon as the cat arrives, you should set the clock so you and your cat are on the same schedule and so you can keep track of the cat's age and weight.

1. Press **MODE**. You see the time.

2. Hold down **ENTER** for about 2 seconds until the seconds digits disappear.

3. Repeatedly press (or hold down) the left button to change the hour digits and the right button to change the minute digits until the current time shows on the display. (Be sure you see AM if it's morning, or PM if it's afternoon.)

4. Press **ENTER** to store the time. The seconds digits reappear and the clock continues to run.

5. Press **MODE** to see the cat again.

TURNING THE SOUND ON AND OFF

You hear a "meow" (a beep) when the cat needs something and a beep each time you press a key, but you can tell your cat not to make these noises.

To turn off the sound, press **MODE** to see the clock, then press the right button.

To turn the sound back on, press **MODE** then the right button again.

AS THE CAT'S OWNER ....

...you are responsible for taking care of it. Here's how.

Press **ENTER** to see the symbols. Repeatedly press the left or right button until the symbol for the activity you want appears. Then press **ENTER** again.

Feeding

To feed Data-Cat, choose . (This is the first symbol that shows.)

Press the left or right button to point to what you want to feed your cat, then press **ENTER**. Keep feeding your cat until it refuses to eat anymore.

Turning the Light On and Off

To turn the light on or off, choose .

Press the left or right button to point to the bright lamp or the dim lamp, then press **ENTER**.

When the cat goes to sleep and **zzZ** appears, turn off the light. The cat is happier and healthier if you turn off the light while it sleeps. Otherwise, it does not sleep well and can easily get sick. When the cat wakes up (**zzZ** disappears from the display), turn the light on again.

Playing with the Cat

Here is where you'll have the most fun with your Data-Cat! To play with the cat, choose .

Your cat tries to bat a ball. Press the left or right button to guess the direction the cat is facing so it can touch it. If you choose the correct direction, the cat is happy and the sun shines. Otherwise, the cat shakes its head.

After five guesses, the number of right and wrong guesses shows (right shows on the right). If you have more right guesses than wrong ones, the sun shines again and the happiness index increases (see "Checking on Your Cat" on Page 9).

Taking the Cat to the Vet

This is a special screen. The cat is telling you it doesn't feel well. To take it to the vet, choose . The vet gives the cat a shot.

But, if you try to take the cat to the vet when it is not sick, the cat shakes its head.

Cleaning Up

When " appears in the lower right corner, the cat needs to have a mess taken care of. To clean up after the cat, choose .

If there is a mess, it goes into the trash can. If the cat did not make a mess, it shakes its head.

Hint: If you do not clean up after the cat, it becomes sick.

Checking on Your Cat

When you want to "ask" how your cat is doing, choose . You see how old your cat is (one year equals one day), and how much it weighs (in grams).

Repeatedly press the right or left button. You see bars that show the cat's hunger, happiness, and discipline levels. The fuller the bar (the darker it is), the better.

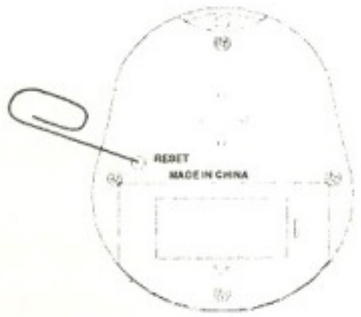
Press **MODE** to see the cat again.

Disciplining the Cat

To have your cat grow up right, it sometimes needs discipline. Choose to increase the cat's discipline level.

BRINGING A NEW CAT HOME

No matter how well you take care of Data-Cat, eventually it reaches the end of its life. When this happens, use a pointed object, such as a straightened paper clip, to press the reset hole at the back of the case.



HANDLING YOUR DATA-CAT

- Keep the Data-Cat's case dry. If it gets wet, wipe it dry immediately.
- Use and store the Data-Cat only in normal temperature environments.
- Keep the Data-Cat away from dust and dirt.
- Handle the Data-Cat gently and carefully. Don't drop it.
- Wipe the Data-Cat's case with a damp cloth occasionally to keep it looking new.

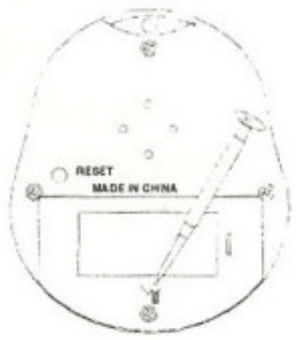
Modifying or tampering with the Data-Cat's internal components can cause a malfunction and might invalidate its warranty. If Data-Cat is not performing as it should, take it to the local RadioShack store for assistance.

REPLACING BATTERIES

Data-Cat comes with two LR44 button-cell batteries (Cat. No. 23-115). When the display dims or the game does not work properly, follow these steps to replace the batteries.

Caution: Always remove old or weak batteries. Batteries can leak chemicals that can destroy electronic parts.

1. Use a small Phillips screwdriver to remove the screw from the battery compartment cover.

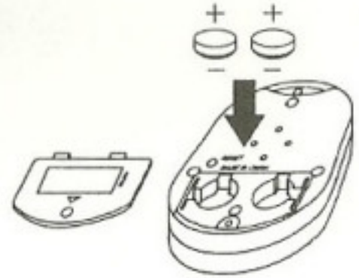


2. Slide the cover down.
3. Remove the old batteries.

Warnings:

- Keep batteries out of reach of very young children. Swallowing a button-cell battery could be fatal.
- Dispose of old batteries promptly and properly.

4. Install new batteries with their positive (+) sides facing up.



Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries.

5. Replace the cover and secure it with the screw.